GRIMSBY GROVE

Warlock Upgrades

Click here to go to the Eldritch Evolutions!

These are upgrades which have been given to those who have seen or have been near a Deep One in some shape or form. Some do not remember their meeting with these horrific beings, but the scars remain.

All non-Warlock Folk subspecies can only have 4 of these upgrades, while Warlocks can **have as many as they'd like**.

These are considered **mutations** and are **unnatural additions to the body**, and therefore they are highly restricted in what they can and can not do compared to all other Upgrades available. Please read the Upgrade descriptions and do your research carefully before investing in any of these upgrades for your Folk.

They can be earned during events and by gaining max acorns.

Swan's Feelers
[Special, Morph]
"It dances in still water, waiting for the stars to fall."
Patron: **Black Swan**
Writhing tendrils across the chin and cheek area.

Does not combine with any cheek or chin upgrades.

Kelpie Mane
[Special, Augment]
"The water became its home."
Patron: **Black Swan**
Long mane crawling down the back to the tail tip.

Does not combine with any hair upgrades.

Must be the darkest color on your Folk when first applied and always slicked down.

Can combine with back and tail upgrades.

Devotion's Tail
[Special, Morph]
"It sings to ensnare."
Patron: **Black Swan**
Jagged, fish-like tail.

Only combines with Split Tails, Tri-Tails, Serpent Tail, and Serpentine Spectre.

Serpent Tail
[Special, Morph]
"It is endless."
Patron: **Black Swan**
A unnaturally long tail, twice as long as the Folk who has them.

Cannot combine with: None Tail, Short Tail, Mobbit Tail, Button tail, Pom Tail, Twisty Tail and Shell Tail.

Can combine with tails not listed above make the tails unnaturally long, and Texture upgrades.

Usually flat/thin without other tail upgrades. Can be smooth or with many segments.

Max length is twice the bipedal height of the Folk this upgrade is placed on.

Devotion's Ears
[Special, Morph]
"He stays above the skies, closest to the stars."
Patron: **He Who Sounds Hollow**
Elongated layered lop-like ears.

Cannot be combined with any other ear upgrades.

Heaven's Reach Horns
[Special, Augment]
"The sunlight blinds us, his light blinds us."
Patron: **He Who Sounds Hollow**
Armored muzzle with a crescent shaped horn sprouting from the center of the brow.

Cannot combine with any nose horn upgrade or Eye Of Beholder.

Aired Steps
[Special, Augment]
"His feet do not touch the blood stained ground that binds him."
Patron: **He Who Sounds Hollow**
A wing-like growth on the legs, which slightly resembles a Butterfly's wing.

Cannot combine with any back limb upgrade.

Warden's Plating
[Special, Augment]
"His footsteps sound like chimes."
Patron: **He Who Sounds Hollow**
Hard Bone-like plating between the chin, down to the stomach, stops at the base of the tail.

Cannot combine with body upgrades within the stomach area.

Phylakardia is still exposed on Kits.

Hungry Hungry Tail
[Special, Morph]
"I don't want to be the butt of the joke!"
Patron: **Lasagna Cat**
A split between the tail tip and the tail, which possesses a mouth complete with teeth and a tongue. While it may speak independently of the Folk, it does not function in the group as another character. It almost appears like a puppet, controlled from somewhere far away.

Oh god. It talks.
It's usually hungry. Don't feed it.
Known to eat acorns.

Cannot combine with Arm of Hadar, but can combine with: All Tail and Tail Tip upgrades, Teeth and Tongue upgrades.

Inked Tails
[Special, Augment]
"Everything repeats. Over and over. No change."
Patron: **Lasagna Cat**
6 long tails which possess tail tips that are always oozing ink from an unknown source.

Can only combine with Hungry Hungry Tail, Serpent Tail, Arm of Hadar and all Tail Tips.

All Tail Tips when applied will posses an inky texture when applied. Can only combine one Tail Tip at a time.

Can combine with body texture upgrades.

Must be six tails! No more, no less, unless using Lost Limb. This includes any tails that combine with this upgrade.

Grin Ears
[Special, Morph]
"The same joke being told over and over again. No one laughs anymore."
Patron: **Lasagna Cat**
Can not combine with any ear upgrades except for Ear fluff and Ear Tufts.

The ears are not actual teeth and are only cosmetic.

Oven Mitts
[Special, Augment]
"Why do they call it oven when you of in the cold food of out hot eat the food?"
Patron: **Lasagna Cat**
An extra pair of arms on the torso below the main set.

Clawed instead of pawed, and comes with thumbs.

Can be the color of the placement they grow from or match the front limbs when applied.

Can combine with most paw upgrades (such as beans, retractable claws, cursed gloves, etc) and body texture upgrades.

Guardian Halos
[Special, Augment]
"SHE CALLS THE GUARDIANS TO SERVE HER."
Patron: **Arcadia**
Floating, glowing halos surround your folk.

May start of electric blue, accent, or eye color when first applied and can be color changed later.

May have as many or as few as you desire.

Screen Time Gaze
[Special, Morph]
"YOU'RE SITTING TOO CLOSE TO THE TV, KEEP IT UP!
Patron: **Arcadia**
Pupils are lost and eyes become just a sclera with an iris swirl.

Colored sclera requirements may be bypassed and automatically applied in the same image for both kits and adults when first applying this upgrade.

Combines with: Eye Color Changer [Only on the Swirl], Colored Sclera, Rotted Eyes [Gradient is added to the Swirl only], and Devotion's Eyes [Swirl is pupil color for this upgrade only].

Can not Combine With: Any Pupil Upgrade, Blood Ring Eyes, Maiden's Eyes, and Blueism.

On Kits, swirl must remaining eye/phylakardia color until grown up, after that it must be the adult eye color unless using Eye Color Changer.

When infected with Bloodborne and Frostmaiden's Kiss, Screentime Gaze over powers the first stage upgrades(Blood Ring Eyes, Maiden's Eyes), and does not show when Screentime Gaze is applied.

Trigger Fingers
[Special, Morph]
"DANGEROUS, BUT WITH FULL CONTROLLER SUPPORT."
Patron: **Arcadia**
Long claws that taper in length with the longest being the pinky, shortest being the thumb or pointer.

Serpentine Spectre
[Special, Morph]
"THIS IS THE RIGHT WAY TO GET AROUND"
Patron: **Arcadia**
Removes your folk's back legs and tail to create one long serpentine lower body that moves like a snake.

Can combine with the following tails: Long Long Tail, Pariah's Tail, Split Tail, Fluffy Tail, Swim Tail, Scale Tail, Shark Tail, Devotion's Tail, Serpent Tail and Hungry Hungry Tail. Can also combine with Terratail as a tail tip.

Otherwise, can only combine with tail tips and any Texture Upgrade.

Bedlam's Mask
[Special, Augment]
"Wear this mask to hide your tears and pain, my child."
Patron: **BLOODMONEY**
Exposes your Folk's entire upper skull, including nostrils and eyes. It stops before the ears.

The eye sockets and breath glow, accompanied with a miasma that leaks from your folk's maw, all the color of your Folk's Phylakardia. A solid colored pupil moves about the socket.

The following upgrades change the Miasma color: Heterochromia (only when applied as a Kit), Blight Upgrades Compatible with the following upgrades: Pupil color and shape changes, Head Shape Morph, Teeth upgrades, Hair and Mane Upgrades, and Horn Upgrades.

Any Horns applied directly on top of Bedlam's Mask becomes a skeletal version of the upgrade and must match the color of Bedlam's mask.

When Combined with Colored Teeth, it can change the color of the skull. Outside of Colored Teeth, it can be any bone color found in nature.

Dearly Departed Limbs
[Special]
"Still a mess? No surprise. Their kin roasted like chestnuts right before their eyes."
Patron: **BLOODMONEY**
Exposes your selection of Folk's limbs between Arms, Legs and Tail. It stops at the body. It can be completely skeletal or possess a Phylakardia colored semi-transparent skin-like, intangible coating which still exposes the bone. Can Mix and Match

Can be combined with: Eye of Beholder, Heterochromia(only when applied as a Kit), Blight Upgrades, Any Limb upgrade, any Body Upgrade, Any Tail, Any Tail Tip Upgrade, Colored Teeth and any Asymmetrical upgrade. Arm Wings can only applied if they were combined with Traitor's Flight first.

When combined with the following upgrades listed above. It becomes a **skeletal verison of the upgrade.**

When Combined with Colored Teeth, it can change the color of the bones. Outside of Colored Teeth, it can be any bone color found in nature.

The semi-transparent intangible coating's color can be changed with: Eye of Beholder, Heterochromia(only when applied as a Kit) or Blight Upgrades.

Devotion's Eyes
[Special]
"There was still hope, even if they couldn't see it."
Patron: **BLOODMONEY**
Turns the sclera pure black, leaving only the iris. Pure black tear stains are optional.

Does not combine with: Any Sclera upgrade, Maiden's Eyes and Blueism.

Can combine with: Any Eye Upgrade, Pupil upgrade, Blood Ring Eyes, and Rotted Eyes.

When infected with Moontouched and Frostmaiden's Kiss, Devotion's Eyes over powers the first stage upgrades (Blueism, Maiden's Eyes), and does not show when Devotion's Eyes is applied.

Traitor's Flight
[Special]
"Their dark days made them strong. They give us hope."
Patron: **BLOODMONEY**
Skeletal Webbed Wings with semi-transparent, intangible, webbed skin and skeletal fingers on the wings.

Must be phylakardia colored upon application, but can be color changed later.

Can be combined with: Any Wings.

When combined with the following upgrades listed above. It becomes a **skeletal verison of the upgrade** and must **possess the semi-transparent intangible webbing.**

Folk who possess this upgrade can naturally fly somehow.

Phantasm's Flames
[Special, Morph]
"..."
Patron: **Whispers of Shadows**
Long flame-shaped growths on the shoulders and thighs.

Can combine with: Any Fur upgrade, Any Limb and Body Upgrade, Any Marking and Color upgrade, and Any Wing upgrade.

Hollow Limbs
[Special, Morph]
"..."
Patron: **Whispers of Shadows**
Removes the skin and muscle between bones on Limbs, leaving it hollow.

Can combine with: Any Limb Upgrade, Any Body Upgrade, Any Texture Upgrade and Any Color and Markings upgrade.

Shadow Mane
[Special, Augment]
"..."
Patron: **Whispers of Shadows**
An ethereal mane which covers the neck and above the back. It is extremely cold to the touch.

Must be a shade of Black or Phylakardia colored.

Can not combine with: Kit Mane and Folk Mane.

Void's Tail
[Special, Augment]
"..."
Patron: **Whispers of Shadows**
An ethereal tail which covers the entirety of the tail. It is extremely cold to the touch.

Must be a shade of Black or Phylakardia colored.

Can not combine with: Any Tail, Tail Tip or Texture Upgrade.

SHADE'S EMBRACE
[Special, Morph]
"Stars fall upon Twilight."
Patron: **THE SHADE WHICH SPAWNS ALL**
A tail which possess three(3) tentacles with Phylakardia-spiked tips.

Can only combine with: Inked Tails, Split Tails, Tri Tails, Long Long Tail and Serpent's Tail.

Tail can be connected or split at the base.

The spiked tips must remain the color of the Phylakardia.

Predatory Gaze
[Special, Morph]
"It saw all. It knows all. It sees all."
Patron: **THE SHADE WHICH SPAWNS ALL**
An extra pair of eyes above or below the main eyes. These eyes can be any color on adults. On kits, the eyes must be one of the available kit colors, or a color from their palette if an event palette was used.

The extra eyes must match each other unless Heterochromia is added. If Heterochromia is added, all four eyes (original and Predatory Gaze) can be different colors if desired.

Can combine with: All Head, Eye and Horn Upgrades.

The eyebrows are moved to the most top pair of eyes.

Traveler's Horn
[Special, Augment]
"It steals those from their destinies."
Patron: **THE SHADE WHICH SPAWNS ALL**
A large crystalline horn in the shape of a 5 pointed star, made of Phylakardia.

Must always be the color of the Phylakardia.

Can combine with: All Head and Horn Upgrades.

When combined with any forehead or nose horn upgrades. It changes the material of the horn to crystalline and must become the color of the Phylakardia.

Soul Plates
[Special, Augment]
"A direct Reflection of the World Within"
Patron: **Echo of the lake**

Mirrored diamond-shaped plates begin at the base of your folk's head and end at the tip of their tail. These mirrors are thought to be a reflection of the folk's inner soul.

The hues shown within the reflection are often found to change depending on the folk's emotions. Warm colors for anger, passion, love, cool colors for empathy, sadness, and dislike. Any emotion not felt strongly or left guarded often rests as a neutral tone.

Optional: These colors can also be apparent in any other metallic or reflective upgrade the folk has.

Reflection Flight
[Special, Augment]
"I did, did I?"
Patron: **Echo of the Lake**
Two sets of fin-like wings grow from your folk's back. Each wing has a mirrored diamond shaped plate along the back of it. Additionally mirrored spines run along a dorsal fin that sprouts the length of your folk's back.

When combined with Devotion's / Obsession's Tail, the mirrored spines and fins run the length of the tail as well. It can combine with other wing upgrades to give them mirrored plates as well. When combined with other back upgrades it gives them mirrored spines as well.

Optional: When combined with Oven Mitts, the wings attach to all four of the folk's arms like glider wings.

Ether Whiskers
[Special, Augment]
"Won't Lovers Revolt Now?"
Patron: **Echo of the Lake**

Anywhere from 4-14 black and ethereal whisp-like tendrils sprout from your folk's muzzle and/or eyebrows. These whiskers writhe at all times.

Ether whiskers can combine with Swan's Feelers / Mane to create ether-like chin and cheek feelers. When used with Fiber Whiskers, they can glow in many colors. Any active or cured blight can change the color of the whiskers.

When combined with Grin ears, three ethereal tendrils now take the place of the 'whiskers' at the base of the ears.

Faceless Mask
M[Special, Augment]
"How you wear it is what matters."
Patron: **Echo of the lake**

A smooth and bone-like plate covers your folk's face, ending in a narrow upturned snout. Your folk no longer has eyes, or a nose, however, they can still see, like looking through a one-way mirror. Your folk now has a long hinged jaw that runs the length of the mask which is lined with teeth (which may or may not be seen around the edge of the mask depending on teeth length).

It can combine with Feature Forger to change it's shape.

When used with Glowing Iris, the shape of glowing eyes can be seen through the mask.

Can combine with Hungry Hungry Tail to give it a similar mask.

Placements, Markings and limitless color can be applied for this upgrade.

It cannot combine with any other nose, eye, or forehead upgrade.

King's Reach
[Special, Augment]
"They said my touch would turn everything to gold."
Patron: **Rat King**

Arm length double in size with massive clawed hands. Legs slightly lengthen with clawed toes as a blackened ombre covers all limbs.

Your folks body now radiates a black aura.

You can optionally apply it to only one set of limbs, body still needs to radiate black aura.

King's Tail
[Special, Augment]
"A heavy burden to bear"
Patron: Rat King

Tails that have been wrapped around each other with a tight knot at the end.

Cannot combine with other tails except split tail and tri tail.

Minimum of four tails must be drawn tangled up.

Body Eyes
[Special, Augment]
"My Lune says she has eyes in the back of her head!"
Patron: **Rat King**

Eyes can now be placed all over your folks body!

Eyes must match your folks eyes unless heterochromia/dual colored sclera/dual colored pupils is applied.

Cannot go inside the mouth or anywhere on the face (back of head is allowed).

Cannot combine with bedlams mask, dearly departed limbs, skulled tail tip.

Void Sight
[Special, Augment]
"The tears... will never cease..."
Patron: **Rat King**

Your folks eyes are now small round dots with constant flowing tears the colour of your folks eye surrounded by a black mask gradient.

Can be combined with Glowing Iris for glowing tears and eyes.

Cannot combine with any sclera upgrades, devotions eyes, any pupil upgrades.

All Seeing Crown
[Special, Augment]
"We are now one."
Patron: **Choir of Spores**

Four to six dense antennae form right above your Folks eyes and go halfway to all the way around their forehead. This removes your Folks eyebrows.

Must remain your folks eye color.

These antennae can glow at will and will automatically when in the dark.

Cannot combine with any eyebrow upgrades.

Tearful Glance
[Special, Augment]
"Can you see what I can see?"
Patron: **Choir of Spores**

Thick, inky tendrils form on your folks face, wrapping around most of the front of it. Small, fake eyes form at the end of each tendril.

Tendril color must remain near black in color.

Your folk gains two extra eyes in the process, both about half the size of the original one.

Both new eyes and fake eyes must remain your Folk's eye color. In the case of heterochromia, you may use both colors.

Cannot combine with Devotions Eyes, Screentime Gaze or Colored Sclera.

Spore Print Mane
[Special, Augment]
"New friends...."
Patron: **Choir of Spores**

Thick, crooked mushrooms form on your Folk's neck, down their back and to the tip of their tail.

The edges of the mushrooms will always be a lighter color than the inner part and can glow at will and will automatically when in the dark. Upon application, they can be any colors on your folk.

You may choose to have it cover only their neck, back & tail or both.

For full mane, it cannot combine with any upgrades that occupy the same space as it.

For Neck, cannot combine with Shadow Mane, Kit Mane or Folk Mane.

Mycelium Plates
[Special, Augment]
"Now you can feel it, too"
Patron: **Choir Of Spores**

A bark-like substance covers your Folk's limbs. A mushroom from nature sprouts from the grooves. The plates may cover just the arms, legs, or both.

If applied to the legs, it makes the feet prehensile, capable of picking things up with ease.

Can combine with Thumbs, Polydactyly, Hollow Limbs and Oven Mitts

Ardor's Skullcap
[Special, Augment]
"Shield Thyself from all that is Unholy."
Patron: **HARUSPEX**

A leathery cowl covers your Folk's head.

This hood replaces your Folk's ears permanently. Any other head upgrades (horns, hair, etc) go beneath the hood.

This can be any color currently on your Folk.

Pious Flames
[Special, Augment]
"Burn Bright, Little Star."
Patron: **HARUSPEX**

Burning candles now adorn your Folk.

These candles trail down the back in 1-2 rows; shoulder, head, hand, horn, and tail candles are optional. These candles can be any common candle shape (taper, tea, pillar, etc) and are burning unless the Folk is asleep or dead.

The candles can burn any color. The wax of the candles can be offwhite, pale yellow, dark gray/black, cranberry red, or the color of the area they grow from.

Vitric Pneuma
[Special, Augment]
"See into my heart. Tell me it still beats."
Patron: **HARUSPEX**

A stained glass panel covers various areas of the body. Can be any combination of Eye, Shoulder, Chest, and Hand placements (but you obviously need at least one).

The panels will be Phylakardia colored on kits (and will cover the Phylakardia), but are the eye color on adults and can be affected by heterochromia and eye color changer.

The stained glass can gain intricate designs and colors only through Blights. Blight combinations and subspecies variants coming soon.

Torment of the Devout
[Special, Augment]
"Flesh seared, eyes burning with tears. Doesn't it feel good to be a Martyr?"
Patron: **HARUSPEX**

Metallic plating and detailing covers

Daring Disguise
[Special, Augment]
"A mask of my own face? I'd wear that."
Patron: **The Simulacrum**

Part of your Folk's face has become a removable mask. The mask can still

Actor's Ascot
[Special, Augment]
*"Mama says always try to look your **best.**"*
Patron: **The Simulacrum**

A scarf-like, fabric-like mantle rests around your Folk's neck, and from it emerges two